

ABSTRACT

In order to provide an information supply system and a program for a multi-player game that are capable of giving
5 dramatic development to a game story based on selections input
by the players, a system is provided with a game information
generation section 111 which generates game information and a
transfer section 190 which supplies the generated game
information to a portable telephone 200 and acquires selection
10 input information of the players. The game information
generation section 111 is used to generate game information
allowing selection inputs by first and second players and
response information corresponding to selection inputs by the
first and second players, and the transfer section 190 is used
15 to supply the game information and response information to the
portable telephones 200 operated by the first and second
players.